



Blueprint API Guide

[Stalker2.PC]

Entity	Type	Name	Parameters
Function	bool	Update Vault Target	void
Function	bool	Try Single Per Bullet Section	void
Function	void	Try Force Jam	void
Function	void	Try Equip Next Grenade Type	void
Function	void	Try Consume Thrown Grenade	void
Function	void	Trigger Offset Aiming Action	void
Function	void	Trigger Night Vision Action	void
Function	void	Toggle Weapon Shooting Attach	const bool 'Enabled'
Function	void	Toggle FOVAnd Foreground Render	const bool 'Enable'
Function	void	Throw Grenade Without Equip	void
Function	void	Terminate Vaulting	void
Function	void	Stop Holding Breath	void
Function	void	Stop Dialog Gesture	void
Function	void	Start Vaulting	void
Function	void	Start Use PDA	EPDAPageType 'Initial Page Type'
Function	void	Start Use Backpack	void
Function	void	Start Holding Breath	void
Function	bool	Should Enable Offset Aiming	void
Function	bool	Should Block Equip Main Hand Actions	void

Function	void	Set Move Vector	const FVector& 'In Move Vector'
Function	void	Set Legs IKEnabled	const bool 'Enabled'
Function	void	Set Interaction Target	const UInteractionComponent* 'Target'
Function	void	Set Input Delay	const float 'Input Delay'
Function	void	Set Forbidden Movement Types	const EPlayerMovementType 'Movement Types to Forbid'
Function	void	Set Exploration Mode	void
Function	void	Set Climb Target	const AVerticalLadder* 'Ladder'
Function	void	Set Allowed Movement Types	const EPlayerMovementType 'Movement Types to Allow'
Function	void	Save States Before Interaction	void
Function	void	Return Left Hand on Item	void
Function	void	Restore States After Interaction	void
Function	void	Restore Players Jump Speed	const float 'Previous Jump Speed' const float 'Current Jump Speed'
Function	void	Restore Flashlight Intensity After Dialog	void
Function	void	Restore Damage Source Switch	void
Function	void	Reset Planned Inventory Item	void
Function	void	Reset Planned Consumable Item	void
Function	void	Reset Interaction Target	void
Function	void	Request Equip Next Grenade	void
Function	void	Remove Left Hand from Item	void
Function	void	Release Throw Weak	void
Function	void	Release Throw Strong	void
Function	void	Request Stop Action on Next Tick	const EPlayerActionResult 'Action Result' const EActionType 'Action Type'
Function	void	Request Stop Action	const EPlayerActionResult 'Action Result' const EActionType 'Action Type'
Function	void	Process Climbing	float 'Delta Time'
Function	void	Press Throw Weak	void
Function	void	Press Throw Strong	void
Function	void	Play Interaction Out Animation	void
Function	void	Play Interaction Interrupt Animation	void
Function	void	Play Interaction in Animation	void
Function	void	Play Dialog Gesture	void
Function	bool	Play Critical Damage Sound	void
Function	void	Open Loot Menu	void
Function	void	Repair Weapon Jam	void
Function	void	On Walk Released	void

Function	void	Release Walk	void
Function	void	On Walk Pressed	void
Function	void	Press Walk	void
Function	void	On Toggle Flashlight	void
Function	void	On Toggle Attach Mode	void
Function	void	Toggle Attach Mode	void
Function	void	On Throw Weak Released	void
Function	void	On Throw Weak Pressed	void
Function	void	On Throw Strong Released	void
Function	void	On Throw Strong Pressed	void
Function	void	On Stop Action Requested	EPlayerActionResult 'Action Result' EActionType 'Action Type'
Function	void	On Stop Action on Next Tick Requested	EPlayerActionResult 'Action Result' EActionType 'Action Type'
Function	void	On Stealth Kill Pressed	void
Function	void	Press Stealth Kill	void
Function	void	On Sprint Released	void
Function	void	Release Sprint	void
Function	void	On Sequence Started	void
Function	void	On Sequence Ended	void
Function	void	On Return Left Hand on Item	void
Function	void	On Requested Attach Equip Interrupted	void
Function	void	On Requested Attach Equip Completed	void
Function	void	On Remove Left Hand from Item	void
Function	void	On PDA Use Started	void
Function	void	On PDA Use Ended	void
Function	void	On Main Hand Equip Finished	void
Function	void	On Lean Right Released	void
Function	void	On Lean Right	void
Function	void	On Lean Left Released	void
Function	void	On Lean Left	void
Function	void	On Jump Pressed	void
Function	void	Press Jump	void
Function	void	On Item Use Ended	void
Function	void	On Item Selector Released	void
Function	void	Release Item Selector	void
Function	void	On Item Selector Pressed	void
Function	void	Press Item Selector	void
Function	void	On Inspect Artifact Ended	void

Function	void	On Holding Breath Stopped	void
Function	void	On Holding Breath Started	void
Function	void	On Fire Type Changed	void
Function	void	On Fire Released	void
Function	void	Release Fire	void
Function	void	On Fire Pressed	void
Function	void	Press Fire	void
Function	void	On Detach Ended	const EAttachType& 'Attach Type' bool 'Restore Default'
Function	void	On Current Region Updated	void
Function	void	On Crouch Released	void
Function	void	Release Crouch	void
Function	void	On Crouch Pressed	void
Function	void	Press Crouch	void
Function	void	On Cotter Pulled	void
Function	void	On Corpse Drop	void
Function	void	On Corpse Drag	void
Function	void	Change Fire Type	void
Function	void	On Change Ammo Type	void
Function	void	Change Ammo Type	void
Function	void	Change Binoculars Zoom	const float 'Change Value'
Function	void	On Backpack Use Started	void
Function	void	On Backpack Use Ended	void
Function	void	Stop Use Backpack	void
Function	void	On Attach Selector Idle	void
Function	void	Install Default Attach	const EAttachType 'Attach Type'
Function	void	Look Vector	const FVector& 'In Look Vector'
Function	void	Lean Right Release	void
Function	void	Lean Right	void
Function	void	Lean Release	void
Function	void	Lean Left Release	void
Function	void	Lean Left	void
Function	bool	Is Vaulting	void
Function	bool	Is Using PDA	void
Function	bool	Is Using Backpack	void
Function	bool	Is Stealth Kill in Progress	void
Function	bool	Is Ready for Stealth Kill	void
Function	bool	Is Limping	void
Function	bool	Is in Tremor	void
Function	bool	Is Interaction in Progress	void
Function	bool	Is in Static Dialog	void
Function	bool	Is Inspecting Artifact	void

Function	bool	Is in First Person View Mode	void
Function	bool	Is Enough Height to Stand	void
Function	bool	Is Climbing	void
Function	bool	Is Allowed Movement Types	const EPlayerMovementType 'Movement Actions to Check'
Function	bool	Is Action Active	const EActionType 'Action Type'
Function	void	Interrupt Actions Before Item Drop	void
Function	void	Install Requested Attach	void
Function	void	Init Mechanics RPTCParameters	void
Function	bool	Has Night Vision Animation	void
Function	bool	Has Movement Input	void
Function	bool	Has Melee Attack Animation	void
Function	bool	Has Landing Animation	void
Function	bool	Has Flashlight Animation	void
Function	bool	Has Fire Switch Animation	void
Function	bool	Has Drag Weapon Animation	void
Function	bool	Had Camera Input	void
Function	const FRotator	Get Real Control Rotation	void
Function	FTransform	Get Raw Aim Transform	void
Function	ERelationLevel	Get Last Crosshair Relation	void
Function	EInteractLengthType	Get Interact Length Type	void
Function	UInteractionComponent*	Get Interaction Target	void
Function	UPrimitiveComponent*	Get Interacted Component	void
Function	AActor*	Get Interacted Actor	void
Function	EGadgetAnimationType	Get Gadget Animation Type	void
Function	EFireType	Get Current Weapon Next Fire Type	void
Function	EPlayerTriggerState	Get Conditional Release Triggers	void
Function	AVerticalLadder*	Get Climb Target	void
Function	UCameraComponent*	Get Camera Component	void
Function	EBoltActionWeaponState_BP	Get Bolt Action State	void
Function	int32	Get Ammo Count in Weapon	void
Function	void	Get Aim Socket Location	FVector 'Out Socket Location' bool 'Out Successful'
Function	void	Equip Next Throwable Item	void
Function	void	Equip Last Held Item	void
Function	void	Enable Interactions	void
Function	void	Enable Input After Interaction	void
Function	void	Enable Cinematic Mode	void
Function	void	Do Jump	void
Function	void	Disable Interactions	void
Function	void	Disable Cinematic Mode	void

Function	void	Decrease Flashlight Intensity for Dialog	void
Function	void	Deactivate Gadget Actions	void
Function	void	Contextual Action Look Vector	const FVector& 'In Look Vector'
Function	void	Consume Planned Item	void
Function	void	Close Loot Menu	void
Function	void	Change Static Item in Hand	EltemInHandType 'Item in Hand Type'
Function	void	Change Scope Zoom	const int32 'New Zoom Index'
Function	bool	Can Use Inventory	void
Function	bool	Can Toggle Offset Aiming	void
Function	bool	Can Hold Breath	void
Function	bool	Can Harm Unfocusable	void
Function	void	Cancel Throw Item	void
Function	void	Cancel Current Dialog Gesture	void
Function	void	Cancel Attack	void
Function	bool	Can be Standing	void
Function	void	After Detector Unequip	void
Function	void	After Both Hands Equipped	void
SoftObjectPrope rty	TSoftObjectPtr<UPlayerIt emsSounds>	Player Item Sounds	
ObjectProperty	TObjectPtr<UMouthCom ponent>	Mouth	
ObjectProperty	TObjectPtr<UDamageVoi ceoverComponent>	Damage Voiceover	
ObjectProperty	TObjectPtr<UAimAssistC omponent>	Aim Assist Component	
ObjectProperty	TObjectPtr<UAimProcess orComponent>	Aim Processor	
ObjectProperty	TObjectPtr<USkeletalMe shComponent>	Shadow Mesh Component	
ClassProperty	TSubclassOf<UGeigerCo unterComponent>	Geiger Counter Component Class	
ObjectProperty	TObjectPtr<UGeigerCoun terComponent>	Geiger Counter Component	
ClassProperty	TSubclassOf<UPsyNoise SFXComponent>	Psy Noise SFXComponent Class	
ObjectProperty	TObjectPtr<UPsyNoiseSF XComponent>	Psy Noise SFXComponent	
ClassProperty	TSubclassOf<UAnomaly DetectorComponent>	Anomaly Detector Component Class	
ObjectProperty	TObjectPtr<UAnomalyDet ectorComponent>	Anomaly Detector Component	
ObjectProperty	TObjectPtr<UPlayerOptic ScopeComponent>	Player Optic Scope Component	

ObjectProperty	TObjectPtr<UPlayerInteractionComponent>	Player Interaction Component	
ObjectProperty	TObjectPtr<UPlayerBinocularsComponent>	Player Binoculars Component	
ClassProperty	TSubclassOf<UStealthKillComponent>	Stealth Kill Component Class	
ObjectProperty	TObjectPtr<UStealthKillComponent>	Stealth Kill Component	
ObjectProperty	TObjectPtr<AActor>	Stealth Kill Target	
ClassProperty	TSubclassOf<USearchpointDetectorComponent>	Searchpoint Detector Component Class	
ObjectProperty	TObjectPtr<USearchpointDetectorComponent>	Searchpoint Detector Component	
ClassProperty	TSubclassOf<UGAPlayerComponent>	GAComponent Class	
ObjectProperty	TObjectPtr<UGAPlayerComponent>	GAComponent	
IntProperty	int32	Cinematic Mode Counter	
FloatProperty	float	Object Interact Timer	
ObjectProperty	TObjectPtr<UCapsuleComponent>	Interaction Capsule	
BoolProperty	bool	Interaction from Blueprint	
DoubleProperty	double	Min Object Interact Impulse	
DoubleProperty	double	Max Object Interact Impulse	
DoubleProperty	double	Object Interact Delay	
DoubleProperty	double	Min Speed to Object Response	
FloatProperty	float	Normal Repeat FPS	
FloatProperty	float	Velocity Multiplier	
ObjectProperty	TObjectPtr<UCurveFloat>	Object Penetration to Impulse Curve	
ObjectProperty	TObjectPtr<UCurveFloat>	Object Mass to Impulse Curve	
ObjectProperty	TObjectPtr<UCurveFloat>	Object Mass to Max Impulse Curve	
ObjectProperty	TObjectPtr<UCurveFloat>	Reduce Damage from NPCCurve	
EnumProperty	EPlayerMovementType	Allowed Movement Actions	
StructProperty	FVector	Movement Input Vector	
ObjectProperty	TObjectPtr<AVerticalLadder>	Ladder Target	
StructProperty	FVaultResult	Vault Target	
ObjectProperty	TObjectPtr<UAkRtpc>	Poppy Field Sleepiness Parameter	
ObjectProperty	TObjectPtr<UAkRtpc>	Energetic Overuse Parameter	
MapProperty	TMap	Damage Effects Counter	
StructProperty	FRotator	Last Camera Input	
BoolProperty	bool	Had Camera Input Last Tick	
BoolProperty	bool	Immobilized	
BoolProperty	bool	In Contextual Action	

BoolProperty	bool	Is Processing Teleportation	
BoolProperty	bool	In Cinematic Sequence	
FloatProperty	float	Last Aim Alpha	
FloatProperty	float	Last Unfocusable Trace Timestamp	
WeakObjectProperty	TWeakObjectPtr<UPrimitiveComponent>	Unfocusable Target	
FloatProperty	float	Critical Damage Sound Timestamp	
FloatProperty	float	Player Model Tick Update Timestamp	
EnumProperty	ERegion	Last Region	
BoolProperty	bool	Offset Aiming Enabled	

[Stalker2.Obj]

Entity	Type	Name	Parameters
Function	void	Wake Up Wounded	bool 'Heal'
Function	void	Wake Up	bool 'Force'
Function	void	Update Obj Anim Instances by Reason	EAnimUpdateCondition 'Update Reason'
Function	void	Update Movement Speed	void
Function	void	Toggle Night Vision	void
Function	void	Toggle Flashlight	void
Function	void	StartCutscapeSequence	const AActor* 'Synchronization Point' const FRotator 'Override Rotation'
Function	bool	Should Disable Leg IK	void
Function	bool	Should Disable Inertialization	void
Function	bool	Should Avoid Danger Polygons	void
Function	void	Set Wounded Type	EWoundedType_BP 'New Wounded Type'
Function	void	Set Wounded State	EWoundedState_BP 'New Wounded State'
Function	void	Set Wounded Healed	bool 'Wounded Healed'
Function	void	Set Weapon	FUID 'Weapon in Hand Item UID'
Function	void	Set Target UID	FUID 'Target UID'
Function	void	Set Stand to Relax Idle	bool 'Stand to Relax Idle'
Function	void	Set Speed Multiplier	float 'Speed Multiplier'
Function	void	Set Relax to Stand Finished	bool 'Relax to Stand Finished'
Function	void	Set Rank	ERank 'Rank'
Function	void	Set Over Drunkness Points	float 'Over Drunkness Points'
Function	void	Set Offset Aiming Enabled	bool 'Offset Aiming Enabled'

Function	void	Set Next Reload Transition Rules	const FReloadTransitionRulesData& 'Next Reload Transition Rules'
Function	void	Set Money	int32 'Money'
Function	void	Set Max SP	float 'Max SP'
Function	void	Set Max HP	float 'Max HP'
Function	void	Set Knocked Down State	EKnockedDownState 'Knocked Down State'
Function	void	Set Hand Item Skeletal Mesh	USkeletalMesh* 'Skeletal Mesh' UClass* 'Anim BP'
Function	void	Set Footsteps Enabled	const bool 'New Enabled'
Function	void	Set Energetic Tolerance	float 'Energetic Tolerance'
Function	void	Set Energetic Overuse Value	float 'Energetic Overuse Value'
Function	void	Set Drunkness Points	float 'Drunkness Points'
Function	void	Set Damage Multiplier	float 'Damage Multiplier'
Function	void	Set Current Thirst Points	float 'Thirst Points'
Function	void	Set Current Suppression Points	float 'Suppression Points'
Function	void	Set Current Sleepiness Points	float 'Sleepiness Points'
Function	void	Set Current Shutter State	const EShutterState 'New Shutter State'
Function	void	Set Current Reload State	const EMagazineReloadState 'New Reload State'
Function	void	Set Current Psy Points	float 'Psy Points'
Function	void	Set Current Poppy Field Sleepiness Points	float 'Poppy Field Sleepiness'
Function	void	Set Current Environment Radiation Value	float 'Radiation Field Value'
Function	void	Return Player to Idle	void
Function	void	Resurrect	float 'With HP' bool 'Refill Ammo'
Function	void	Restore View	void
Function	void	Reset Shooting State	void
Function	void	Reset Last Jump Height	void
Function	void	Reset Current Weapon States	void
Function	void	Reset Aim State	void
Function	void	Remove Weapon from Hands	void
Function	void	Reload Weapon	void
Function	void	Reload	void
Function	void	Receive Damage Struct	const FBriefDamageData& 'Brief Damage Data'
Function	void	Receive Damage	float 'In Damage' EDamageType 'In Damage Type' float 'Armor Damage' float 'Armor Piercing' float 'Bleeding' float 'Bleeding Chance'

			FName 'Bone Hit'
Function	void	Perform Sprint Jogging Pause	bool 'Should Update Movement Speed'
Function	void	On Zombie Knock Down	void
Function	void	On Woken Up	bool 'Force'
Function	void	On Weapon Jam	void
Function	void	On Wake Up Wounded	bool 'Heal'
Function	void	On Tremor Ended	void
Function	void	End Tremor	void
Function	void	On Tremor	void
Function	void	Apply Tremor	void
Function	void	On Switch Zombie State Changed	bool 'Become Zombie'
Function	void	On Stamina Changed	const float 'Prev SPValue' const float 'Next SPValue'
Function	void	On Sprint Pressed	void
Function	void	Press Sprint	void
Function	void	On Sprint Jogging Pause Performed	bool 'Should Update Movement Speed'
Function	void	On Shot	float 'Flatness Dist' const FBriefShootData& 'Shoot Data'
Function	void	On Shooting Started	void
Function	void	On Resurrected	void
Function	void	On Reload	void
Function	void	On Receive Water Hit	const FCommonHitArgs& 'Common Hit Args' const FWaterHitArgs& 'Water Hit Args'
Function	void	On Receive Projectile Hit	const FCommonHitArgs& 'Common Hit Args' const FProjectileHitArgs& 'Projectile Hit Args'
Function	void	On Receive Physics Hit	const FCommonHitArgs& 'Common Hit Args' const FPhysicsHitArgs& 'Physics Hit Args'
Function	void	On Receive Melee Hit	const FCommonHitArgs& 'Common Hit Args' const FMeleeHitArgs& 'Melee Hit Args'
Function	void	On Receive Explosion Hit	const FCommonHitArgs& 'Common Hit Args' const FExplosionHitArgs& 'Explosion Hit Args'
Function	void	On Receive Bullet Projectile Hit	const FCommonHitArgs& 'Common Hit Args' const FBulletProjectileHitArgs& 'Bullet Projectile Hit Args'

Function	void	On Receive Anomaly Hit	const FCommonHitArgs& 'Common Hit Args' const FAnomalyHitArgs& 'Anomaly Hit Args'
Function	void	On Pre Shot	void
DelegateFunction	void	On Obj Turned to Target Delegate Signature	bool 'Success'
Function	void	On Next Item to Take Set	void
Function	void	On Melee Attack	void
Function	void	Perform Melee Attack	void
Function	void	On Main Hand Equip Change	EMainHandEquipmentType 'Main Hand Equip' float 'Hide Weapon Time Limit' bool 'Should Skip Animation'
Function	void	On Limp Ended	void
Function	void	End Limp	void
Function	void	On Limp	void
Function	void	On Knock Down	const FUID 'Attacker UID'
Function	void	Knock Down	const FUID 'Attacker UID'
Function	void	On HP Changed	void
Function	void	On Hit	AActor* 'Self Actor' AActor* 'Other Actor' FVector 'Normal Impulse' const FHitResult& 'Hit'
Function	void	On Halt Attack	EAttackActionType_BP 'Pre Halt Action' int32 'Total Shots Count'
Function	void	On Flashlight State Changed	void
Function	void	On Fell Wounded	void
Function	void	On Exited Safe Zone	void
Function	void	On Entered Safe Zone	void
Function	void	On Empty	void
Function	void	On Drop Item in Hands	bool 'Should Drop Detector'
Function	void	Drop Item in Hands	const bool 'Should Drop Detector'
Function	void	On Drag Weapon	const FInputRange& 'Drag Impulse Range'
Function	void	Drag Weapon	const FInputRange& 'Drag Impulse Range'
Function	void	On Died	const FDeathArgs& 'Args' const FBriefDamageData& 'Damage Data'
Function	void	On Damage Received	const FBriefDamageData& 'Damage Data' float 'Damage' const bool 'Critical' const bool 'Critical Threshold Reached'

Function	void	On Binoculars Enabled	void
Function	void	On Binoculars Disabled	void
Function	void	On Before Use Item	FltemUID 'Item UID'
Function	void	On Armor Updated	void
Function	void	On Aim Released	void
Function	void	Release Aim	void
Function	void	On Aim Pressed	void
Function	void	Press Aim	void
Function	void	Modify Money	int32 'Delta'
Function	void	Make Instant Attack	void
Function	void	Make Attack	int32 'Shots Count'
Function	void	Log Human Readable UID	void
Function	bool	Is Zombie	void
Function	bool	Is Wounded Healed	void
Function	bool	Is Wounded	void
Function	bool	Is Woundable	void
Function	bool	Is Woman	void
Function	bool	Is Walking	void
Function	bool	Is Strafing	void
Function	bool	Is Stand to Relax Idle	void
Function	bool	Is Sprinting	void
Function	bool	Is Spawned as Zombie	void
Function	bool	Is Sleeping	void
Function	bool	Is Sitting	void
Function	bool	Should Sprint	void
Function	bool	Should Jog	void
Function	bool	Should Aim	void
Function	bool	Is Shooting	void
Function	bool	Is Running	void
Function	bool	Is Reload Available	const bool 'Unloading'
Function	bool	Is Relax to Stand Finished	void
Function	bool	Is Player Equipped With None	void
Function	bool	Is Offset Aiming Enabled	void
Function	bool	Is Offset Aiming	void
Function	bool	Is Moving Forward	void
Function	bool	Is Moving Back	void
Function	bool	Is Moving	void
Function	bool	Is Movement Enabled	void
Function	bool	Is Left Hand Busy	void
Function	bool	Is Leaning Right	void
Function	bool	Is Leaning Left	void

Function	bool	Is Laying Down	void
Function	bool	Is Knocked Down	void
Function	bool	Is Jumping	void
Function	bool	Is Jogging	void
Function	bool	Is in Cinematic	void
Function	bool	Is Human	void
Function	bool	Is Holding Breath	void
Function	bool	Is Firing	void
Function	bool	Is Falling Wounded	void
Function	bool	Is Falling	void
Function	bool	Is Equipped with None	void
Function	bool	Is Enabled Flashlight	void
Function	bool	Is Drunk	void
Function	bool	Has Detector in Hands	void
Function	bool	Is Current Player	void
Function	bool	Is Crouching	void
Function	bool	Is Weapon Change Blocked	void
Function	bool	Has Binocular in Hands	void
Function	bool	Is Alive	void
Function	bool	Is Aiming	void
Function	bool	Is Able to Interact	void
Function	void	Interrupt Reload	void
Function	void	Initial Main Hand Equip	EMainHandEquipmentType 'Item Type'
Function	bool	Has Laser Sight	void
Function	bool	Has Item in Support Hand	void
Function	bool	Has Item in Main Hand	void
Function	void	Halt Attack	void
Function	EWoundedType_BP	Get Wounded Type	void
Function	EWoundedState_BP	Get Wounded State	void
Function	USkeletalMeshComponent*	Get Weapon Unequipped Mesh Component	void
Function	USkeletalMeshComponent*	Get Weapon in Hands Mesh Component	void
Function	EAttachType	Get Weapon Attach Mesh Type	void
Function	USkeletalMeshComponent*	Get Weapon Attach Mesh Component	void
Function	EInventoryEquipmentSlot	Get Support Hand Equip Type	void
Function	float	Get Speed Multiplier	void
Function	float	Get SP	void

Function	USkeletalMeshComponent*	Get Secondary Hand Item Mesh Component	void
Function	EltemInHandType	Get Secondary Hand Equip Type	void
Function	ERank	Get Rank	void
Function	float	Get Radiation	void
Function	float	Get Over Drunkness Points	void
Function	float	Get Offset Aim Alpha	void
Function	FReloadTransitionRulesData	Get Next Reload Transition Rules	void
Function	FVector	Get Navel Location	void
Function	EMovementBehaviour	Get Movement Behaviour	void
Function	float	Get Money	void
Function	float	Get Max SP	void
Function	float	Get Max HP	void
Function	EMainHandEquipmentType	Get Main Hand Equip While Aim	void
Function	EMainHandEquipmentType	Get Main Hand Equip Type	void
Function	FVector	Get Legs Location	void
Function	float	Get Last Jump Height	void
Function	EKnockedDownState	Get Knocked Down State	void
Function	float	Get Invisibility Value	void
Function	float	Get HP	void
Function	FVector	Get Hips Location	void
Function	FTransform	Get Head Bone Transform	void
Function	FRotator	Get Head Bone Rotation	void
Function	FVector	Get Head Bone Location	void
Function	USkeletalMeshComponent*	Get Face Mesh	void
Function	float	Get Energetic Tolerance	void
Function	float	Get Energetic Overuse Value	void
Function	UElectricComponent*	Get Electric Component	void
Function	float	Get Drunkness Points	void
Function	UDeadBody*	Get Dragging Corpse	void
Function	float	Get Dead Body Drop Timestamp	void
Function	float	Get Damage Multiplier	void
Function	EDamageBone	Get Damage Bone	FName 'Bone Hit'
Function	float	Get Current Thirst Points	void
Function	float	Get Current Suppression Points	void
Function	float	Get Current Sleepiness Points	void
Function	EShutterState	Get Current Shutter State	void

Function	EMagazineReload State	Get Current Reload State	void
Function	float	Get Current Psy Points	void
Function	float	Get Current Poppy Field Sleepiness Points	void
Function	float	Get Current Hunger Points	void
Function	float	Get Current Environment Radiation Value	void
Function	UCameraManager*	Get Camera Manager	void
Function	float	Get Bleeding	void
Function	USkeletalMeshComponent*	Get Animated Face Mesh Component	void
Function	FTransform	Get Aim Transform	const bool 'Ignores Dispersion'
Function	FTransform	Get Aim Bone Transform	const FName 'Name'
Function	float	Get Aim Alpha	void
Function	EAgentType_BP	Get Agent Type	void
Function	void	Force Turn on Flashlight	void
Function	void	Force Turn Off Flashlight	void
Function	void	Set SP	int32 'SP'
Function	void	Set Radiation	float 'Radiation'
Function	void	Set HP	int32 'HP'
Function	void	Set Current Hunger Points	float 'Hunger Points'
Function	void	Set Bleeding	float 'Bleeding'
Function	void	Force Land	void
Function	void	Finish Wake Up Wounded	void
Function	void	Finish Reload	void
Function	void	Finish Fall Wounded	void
Function	void	Fall Wounded	EWoundedType 'New Wounded Type'
Function	void	Equip Detector	void
Function	void	EndCutsceneSequence	void
Function	void	Enable Physics	void
Function	void	Drop Main Hand Item	void
Function	void	Drop Item	const FUID 'Item to Drop UID' const FVector& 'Item Location' const FRotator& 'Item Rotation'
Function	void	Drop Detector	void
Function	bool	Drop Corpse	bool 'Play Animation'
Function	bool	Does Environment Allow Laying Pose	const FBriefDamageData& 'Damage Data' const float 'Direction Offset'
Function	void	Disable Physics	void
Function	void	Die	const FBriefDamageData& 'Brief Damage Data'

			const FDeathArgs& 'Death Args'
Function	void	Create Death Body Marker	void
Function	void	Choose Per Bullet Reload Type	const bool 'Unloading'
Function	void	Change Main Hand Weapon	bool 'Should Skip Animation' const EMainHandEquipmentType 'Main Hand Equipment' const float 'Hide Weapon Time Limit'
Function	void	Change Hand Item	EMainHandEquipmentType 'Item Type' EMainHandEquipmentType 'Prev Main Hand Item Type'
Function	bool	Can Stealth Kill	void
Function	bool	Can Reload with Transition Rules	void
Function	bool	Can Enter to Sprint	void
Function	bool	Can Die	void
Function	bool	Can Change Weapon	EMainHandEquipmentType 'Main Hand Equipment'
Function	bool	Can be Wounded	void
Function	bool	Are Footsteps Enabled	void
Function	void	Apply Limp	const float 'Falling Damage from Curve'
Function	void	After Main Hand Equip Change	EMainHandEquipmentType 'Main Hand Equip' bool 'Should Skip Animation'
IntProperty	int32	Pillow Counter	
ObjectProperty	TObjectPtr<UFlyCo rridorDebugCompo nent>	Fly Corridor Debug	
ObjectProperty	TObjectPtr<UItem AppearanceCompo nent>	Item Appearance Component	
ArrayProperty	TArray	Physical Animation Components	
ObjectProperty	TObjectPtr<UWetn essComponent>	Wetness Component	
ObjectProperty	TObjectPtr<US2Tar getMeleeSectorCo mponent>	Melee Sector Component	
ObjectProperty	TObjectPtr<ULaser SightComponent>	Laser Sight Component	
FloatProperty	float	Last Jump Height	
FloatProperty	float	Last Hit Timestamp Seconds	
ArrayProperty	TArray	Hit Blockers	
ObjectProperty	TObjectPtr<UMove mentComponentEx t>	Movement Component Ext	

ObjectProperty	TObjectPtr<UPhysicalAnimationComponent>	Physical Animation Component	
ObjectProperty	TObjectPtr<UObjWaterContactController>	Water Contact Controller	
ObjectProperty	TObjectPtr<UCurveVector>	Falling Damage Curve	
ObjectProperty	TObjectPtr<UAKAudioEvent>	Falling Damage Sound	
ObjectProperty	TObjectPtr<UAKSwitchValue>	Falling Damage Easy Sound Switch	
ObjectProperty	TObjectPtr<UAKSwitchValue>	Falling Damage Medium Sound Switch	
ObjectProperty	TObjectPtr<UAKSwitchValue>	Falling Damage High Sound Switch	
StructProperty	FCollisionProfileName	Cutscene Collision Profile	
ObjectProperty	TObjectPtr<UDataTable>	Ak Component Retarget Table	
MapProperty	TMap	Ak Component Retarget Cache	
ObjectProperty	TObjectPtr<UAttackComponent>	Attack Component	
ObjectProperty	TObjectPtr<UFlashlightComponent>	Flashlight Component	
ObjectProperty	TObjectPtr<UNightVisionGogglesComponent>	Night Vision Component	
ObjectProperty	TObjectPtr<UAKComponent>	Ak Audio Root Component	
ObjectProperty	TObjectPtr<UAKComponent>	Ak Audio Head Component	
ObjectProperty	TObjectPtr<UAKComponent>	Ak Audio Pelvis Component	
ObjectProperty	TObjectPtr<UAKComponent>	Ak Audio Left Hand Component	
ObjectProperty	TObjectPtr<UAKComponent>	Ak Audio Right Hand Component	
ObjectProperty	TObjectPtr<UAKComponent>	Ak Audio Component	
ObjectProperty	TObjectPtr<UNIagaraComponent>	Shooting Particle	
ObjectProperty	TObjectPtr<UNIagaraComponent>	Post Shooting Particle	
EnumProperty	EObjSpawnStage	Obj Spawn Stage	

[Stalker2.Agent]

Entity	Type	Name	Parameters
Function	void	Trigger Steering Event	ESteeringEventType 'Event Type'
Function	void	Toggle Path Following Component	const bool 'Enable'
Function	void	Switch to Static Pose	void
Function	void	Switch to Ragdoll	const ERagdollTransitionFlags 'In Transition Flags'
Function	void	Switch Render Relevancy	const bool 'Is Render Relevant'
Function	void	Spawn Dead Body Decals	void
Function	void	Spawn Danger Area	void
Function	void	Spawn Damage Interact Particle	const EDamageType 'Damage Type'
Function	void	Setup Dead Pose	const FDeathArgs& 'Args'
Function	void	Set Ignore Hit Feedback Completely	const bool 'Ignore Hit Feedback'
Function	void	Set Cutscene Procedural Eyes Weight	float 'Value'
Function	void	Set Cutscene Procedural Eyes Intensity	float 'Value'
Function	void	Set Cutscene Procedural Eyes Amplitude	float 'Value'
Function	void	Set Cutscene Look at Actor	const AActor* 'Value'
Function	void	Set Cutscene Head Look at Weight	float 'Weight'
Function	void	Set Cutscene Eyes Look at Weight	float 'Weight'
Function	void	Set Cutscene Eyes Idle Profile	ECutsceneEyesIdleProfil e 'New Cutscene Eyes Idle Profile'
Function	void	Set Cutscene Blink Profile	ECutsceneBlinkProfile 'New Cutscene Blink Profile'
Function	bool	Restore Static Pose	void
Function	void	Restore Dead Body	void
Function	void	Psy NPCInteraction Started	AObj* 'Interact Actor'
Function	void	Process Peaceful Chatter	void
Function	void	On Resurrection Animation Complete	void
Function	void	On Ragdoll Enabled	void
Function	void	On Psy NPC Interaction Started	AObj* 'Interact Actor'
Function	bool	Needs Force Render Relevancy Update	void

Function	void	Launch Death Animation	const FDeathArgs& 'Args'
Function	bool	Is Reload Animation Active	void
Function	bool	Is in Threat	void
Function	bool	Does Ignore Hit Feedback Completely	void
Function	bool	Is Changing Weapon	void
Function	bool	Is Being Dragged	void
Function	ESpawnSource	Get Spawn Source	void
Function	FRelevancyTestParams	Get Render Relevancy Test Params	void
Function	FVector	Get Render Relevancy Extent	void
Function	void	Get Muzzle Transform	bool 'Value Present' FTransform 'Muzzle Transform'
Function	float	Get Last Force Render Relevancy Update Timestamp Seconds	void
Function	void	Force Render Relevancy Update	void
Function	void	Enable Stand in State	void
Function	void	Enable Ragdoll Collision Profile	void
Function	bool	Does Environment Allow Physics Simulation	void
Function	void	Dissolve With Time	float 'New Dissolve Time'
Function	void	Dissolve	void
Function	void	Disable Stand in State	void
Function	void	Destroy Damage Interact Particle	UNiagaraComponent* 'Particle System'
Function	bool	Can Evaluate by Tick Rate	const UActorComponent* 'Component' const float 'Delta Time'
Function	void	Blink	void
Function	void	Apply Visual State Change for Stand In	void
BoolProperty	bool	In Peaceful Chatter Radius	
ObjectProperty	TObjectPtr<UPhysicsSoundsComponent>	Physics Sounds Component	
ObjectProperty	TObjectPtr<UNPCComponent>	NPCComponent	
ObjectProperty	TObjectPtr<UPhysicsInteractionComponent>	Physics Interaction Component	
ObjectProperty	TObjectPtr<UWoundedHoldComponent>	Wounded Hold Component	
ObjectProperty	TObjectPtr<UTouchComponent>	Touch Component	

ObjectProperty	TObjectPtr<UMotionWarpingComponent>	Motion Warping Component	
ObjectProperty	TObjectPtr<UAITickComponent>	AITick Component	
ObjectProperty	TObjectPtr<UPhysicsControlComponent>	Physics Control Component	
ObjectProperty	TObjectPtr<ULODSyncComponent>	LODSync Component	
ObjectProperty	TObjectPtr<UDataLayerPhysicsComponent>	Data Layer Physics Component	
ObjectProperty	TObjectPtr<UDeadBody>	Dead Body Component	
StructProperty	FDamageInteractVFXData	Damage Interact Vfx Data	
NameProperty	FName	Attach Damage Interact VFXBone Name	
ObjectProperty	TObjectPtr<AActor>	Cutscene Look at Actor	
FloatProperty	float	Cutscene Eyes Look at Weight	
FloatProperty	float	Cutscene Head Look at Weight	
EnumProperty	ECutsceneBlinkProfile	Cutscene Blink Profile	
EnumProperty	ECutsceneEyesIdleProfile	Cutscene Eyes Idle Profile	
FloatProperty	float	Cutscene Procedural Eyes Weight	
FloatProperty	float	Cutscene Procedural Eyes Amplitude	
FloatProperty	float	Cutscene Procedural Eyes Intensity	
FloatProperty	float	Guaranteed Relevancy Update Time	
NameProperty	FName	Ragdoll Profile Name	
NameProperty	FName	Ragdoll Self Collision Profile Name	
ArrayProperty	TArray	Ragdoll Bones to Overlap	
NameProperty	FName	Default Mesh Profile Name	
FloatProperty	float	Render Irrelevant Time	
FloatProperty	float	Last Force Render Relevancy Update Timestamp Seconds	
ObjectProperty	TObjectPtr<UStandInWithVATAnimationConfig>	Stand in Config	
BoolProperty	bool	Should Ignore Hit Reactions	
BoolProperty	bool	Should Ignore Hit Impacts	
BoolProperty	bool	Is in Stand in State	
BoolProperty	bool	Needs Visual State Change for Stand In	
FloatProperty	float	Proximity Group Last Update Time	
FloatProperty	float	Min Desired Tick Rate	

IntProperty	int32	Agent LODBias Shift	
BoolProperty	bool	Within Budget	
FloatProperty	float	Spawn Invisibility Warmup Duration	
SetProperty	TSet	Spawn Invisibility Warmup Attachments	
FloatProperty	float	Last Tick Timestamp	
EnumProperty	ETickSlicingGroup	Slicing Group	

[Stalker2.Bloodsucker]

Entity	Type	Name	Parameters
ObjectProperty	TObjectPtr<UNiagaraComponent>	Invisibility Transfer Particles	
WeakObjectProperty	TWeakObjectPtr<UBloodsuckerInvisibilityComponent>	Invisibility Component	

[Stalker2.Poltergeist]

Entity	Type	Name	Parameters
Function	void	Switch to Death State	const FDeathArgs& 'Args'
ObjectProperty	TObjectPtr<UNiagaraComponent>	Body Particles	
ObjectProperty	TObjectPtr<USphereComponent>	Body Collision	
ObjectProperty	TObjectPtr<UNiagaraComponent>	Death Particles	
StructProperty	FVector	Mesh Spawn Offset	
MapProperty	TMap	Death Impulse Scale Map	
FloatProperty	float	Death Body Visibility Delay	
StructProperty	FVector	Last Damage Location	
EnumProperty	EDamageType	Last Damage Type	
FloatProperty	float	Time Until Body Appears	

[Stalker2.RatSwarm]

Entity	Type	Name	Parameters
Function	void	Set Attack Target	const AActor* 'Target'
Function	void	Remove Rat Non Damage Effect	void
Function	FVector	Get Swarm Center	void
ObjectProperty	TObjectPtr<UAkRtpc>	Rat Units Amount	
ObjectProperty	TObjectPtr<UAkRtpc>	Locomotion Units Amount	
ObjectProperty	TObjectPtr<UAkRtpc>	Died Units Amount	

ObjectProperty	TObjectPtr<UAkAudioEvent>	Rat Voice	
ObjectProperty	TObjectPtr<UAkAudioEvent>	Rat Locomotion Voice	
ObjectProperty	TObjectPtr<UAkSwitchValue>	Alert State	
ObjectProperty	TObjectPtr<UAkSwitchValue>	Attack State	
ObjectProperty	TObjectPtr<UAkSwitchValue>	Eating State	
ObjectProperty	TObjectPtr<UAkSwitchValue>	Idle State	
ObjectProperty	TObjectPtr<UAISwarmComponent>	Rats Mesh Component	
BoolProperty	bool	Attack Started	
ObjectProperty	AObj*	Last Attack Target	